

The background is a deep blue gradient with a subtle pattern of small white dots. Overlaid on the left side are several concentric circles and radial lines, some solid and some dashed, in a lighter blue color. These lines form a circular scale or compass-like structure. The main title is centered in the right half of the image.

INCREASING TEAM EFFICIENCY WITH STORYBOOKJS

BY ALEX WILSON

WHAT IS STORYBOOK?



INTERACTIVE DEMO
ENVIRONMENT OF ALL UI
COMPONENTS



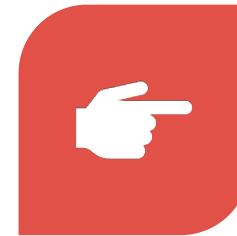
ALLOWS A USER TO RUN AND
VIEW A PIECE OF
FUNCTIONALITY IN AN
ISOLATED ENVIRONMENT



REQUIRES **MINIMAL**
CONFIGURATION FOR EACH
COMPONENT BUILT



CUSTOMIZABLE TOOLING TO
ALLOW FOR NEW STORYBOOK
FEATURES



DEPLOYABLE APPLICATION



OPEN SOURCE FREE
SOFTWARE

WHY SHOULD YOU USE STORYBOOK

To increase the feedback loop

To provide a platform to display more documentation about how to use your components

To develop components faster with hot reloading

To Increase the speed of team member onboarding

To get more visibility into the “what if” scenarios of a component view



WHAT
FRAMEWORKS
DOES STORYBOOK
SUPPORT?



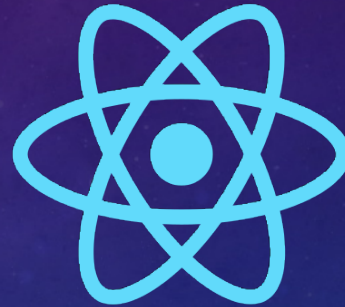
Angular



Ember



Riot



React (and native)



HTML5



Preact



Vue



Svelte



Mithril

STORYBOOK LAYOUT

The screenshot displays the Storybook application interface, which is divided into three main sections:

- Sidebar (Left):** Contains a search bar and a list of UI components categorized under "UI" and "BASICS". The "UI" category includes Panel, Preview, Layout, Notifications, Sidebar, and Settings. The "BASICS" category includes ActionBar, Badge, Button, Brand, Form, Icon, Placeholder, Spaced, SyntaxHighlighter, Tabs, Tooltip, DocumentFormatting, Link, typography, and ADDONS (A11y, Actions, Backgrounds, Centered, Cssresources, Events, GraphQL).
- Canvas (Center):** Displays the "Welcome to storybook" message. It includes a "Canvas" tab and a "Notes" tab. The main content area shows a welcome message and instructions on how to use Storybook, including a "NOTE" section.
- Story Editor (Bottom):** Shows the "Story" tab with a code editor. The code defines a story for the "Button" component, using the `storiesOf` function to create a story named "to Storybook".

The "Canvas" section contains the following text:

Welcome to storybook

This is a UI component dev environment for your app.

We've added some basic stories inside the `src/stories` directory.

A story is a single state of one or more UI components. You can have as many stories as you want. (Basically a story is like a visual test case.)

See these sample [stories](#) for a component called `Button`.

Just like that, you can add your own components as stories. You can also edit those components and see changes right away. (Try editing the `Button` stories located at `src/stories/index.js`.)

Usually we create stories with smaller UI components in the app. Have a look at the [Writing Stories](#) section in our documentation.

NOTE:

Have a look at the `.storybook/webpack.config.js` to add webpack loaders and plugins you are using in this project.

The "Story" section contains the following code:

```
import { Button, Welcome } from '@storybook/react/demo';

storiesOf('Other|Demo|Welcome', module).add('to Storybook', () => <Welcome showApp={linkTo('Button')} />);

storiesOf('Other|Demo|Button', module)
  .add('with text', () => <Button onClick={action('clicked')}>Hello Button</Button>)
  .add('with some emoji', () => {
    <Button onClick={action('clicked')}>
      <span role="img" aria-label="so cool">
        🤖 🤖 🤖 🤖
      </span>
    </Button>
  });
```


FEATURES

Interactive knobs

Viewport manipulation

Accessibility testing

Colorblind visibility testing

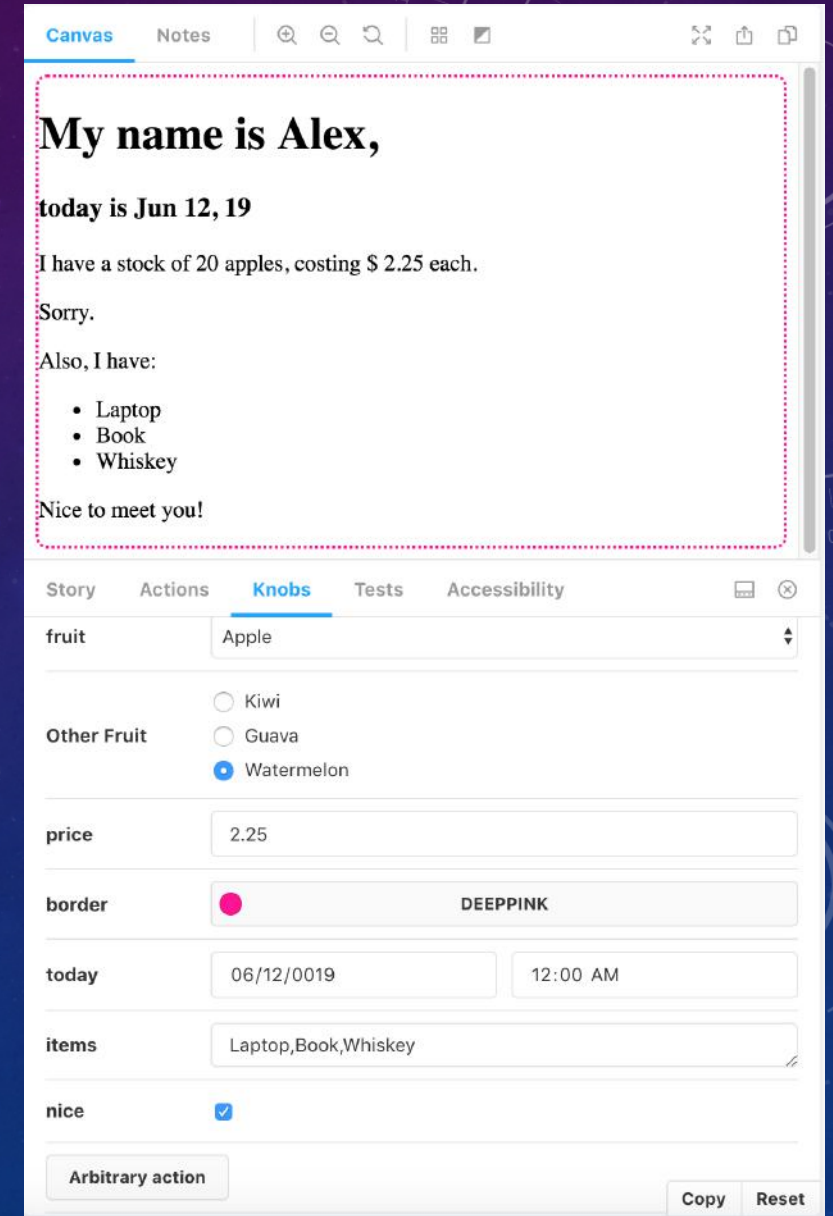
Background color switching

Jest unit test view

Deployable static demo application

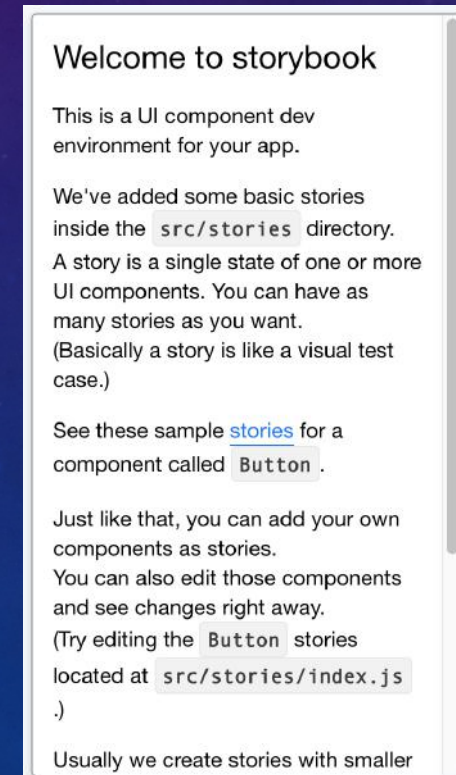
FEATURES: INTERACTIVE KNOBS

- Allows the user to edit a component's property data using the Storybook UI
- Changes to the data cause a native re-rendering of the component immediately without refresh
- The data configuration can be copied and sent out as a URL to other members of your team for easy replication of scenarios
- Easy to find bugs by entering in data that would not be commonly seen from your website



FEATURES: VIEWPORT MANIPULATION

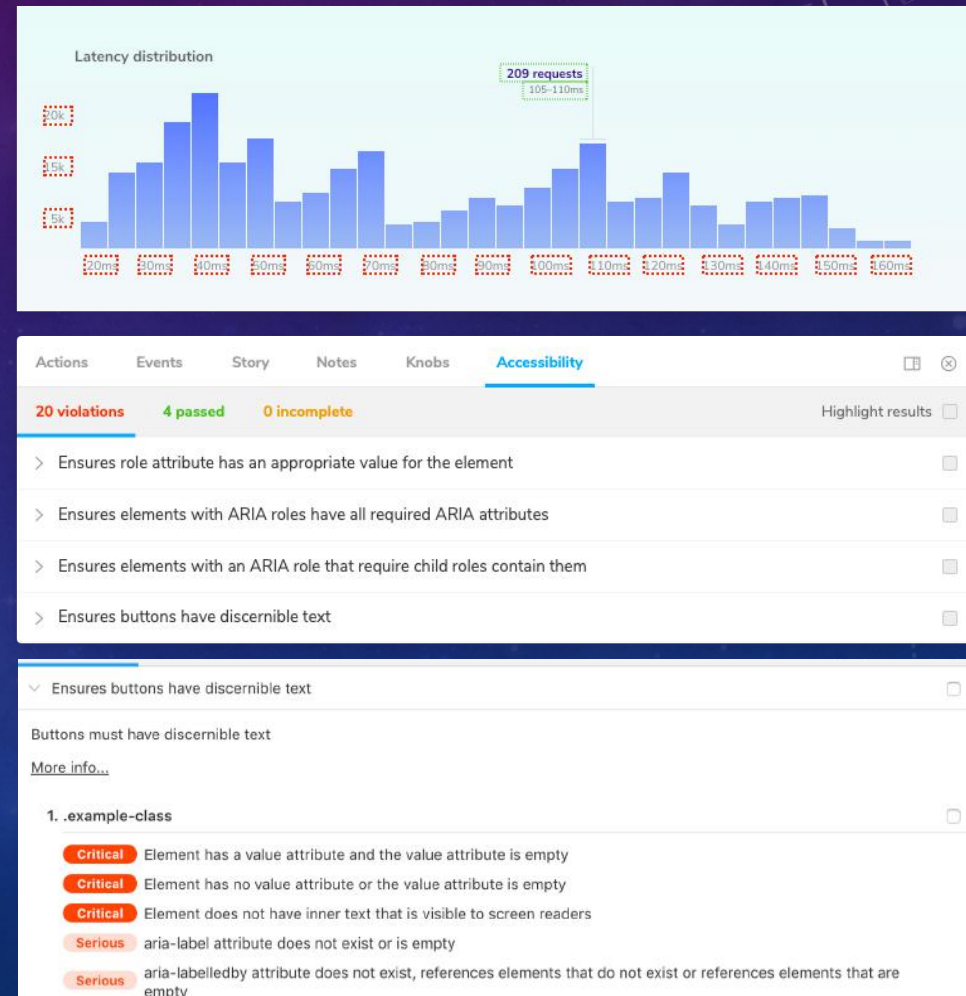
- Gives the user the ability to view the given component at the device level
- Default or customized sizes can be used based on a configuration
- Options to rotate the view to either portrait or landscape
- Helpful for mobile responsiveness validation



Reset viewport	
Rotate viewport	
iPhone 5	320x568
iPhone 6	375x667
iPhone 6 Plus	414x736
iPhone 8 Plus	414x736
iPhone X	375x812
iPhone XR	414x896
iPhone XS Max	414x896
iPad	768x1024
iPad Pro 10.5-in	834x1112
iPad Pro 12.9-in	1024x1366
Galaxy S5	360x640
Galaxy S9	720x1480
Nexus 5X	412x660
Nexus 6P	412x732
Pixel	540x960
Pixel XL	720x1280

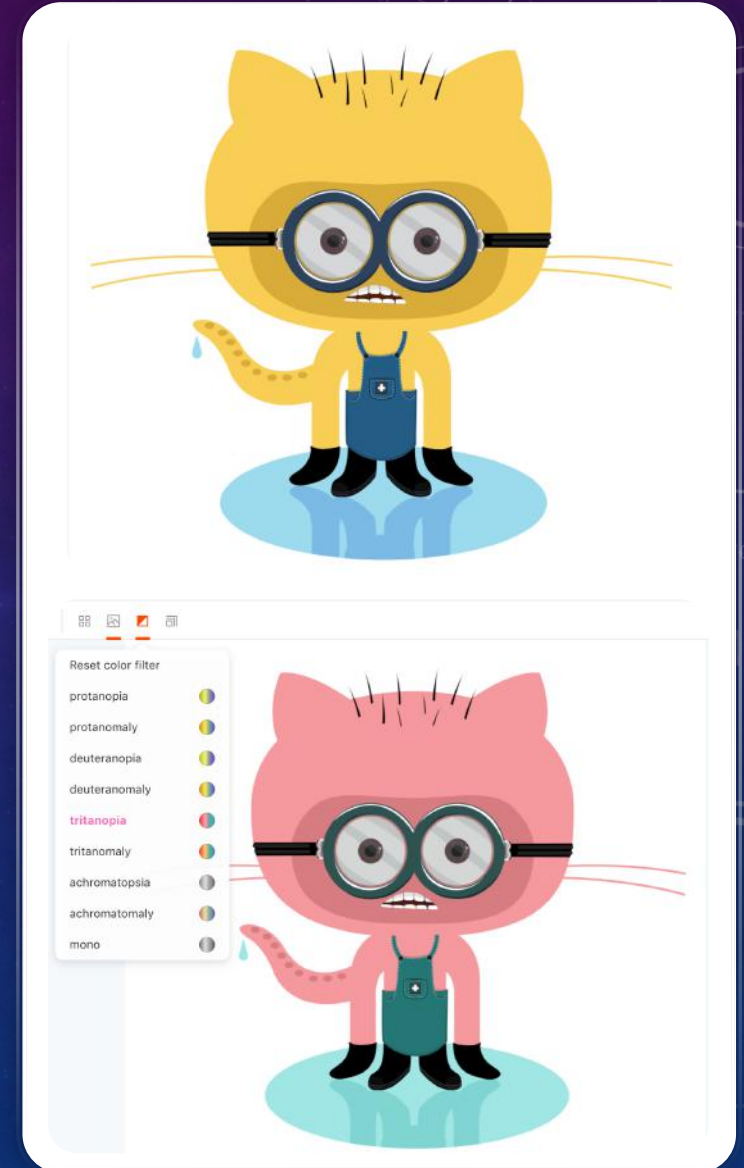
FEATURES: ACCESSIBILITY TESTING

- Axe accessibility driven accessibility testing
- Provides a way to highlight issues
- Displays number of violations and passes
- Describes what passed and what failed as well as provides the element trace that is causing the failure
- A “more info” link is displayed under the rule which will send the user to a more in-depth explanation



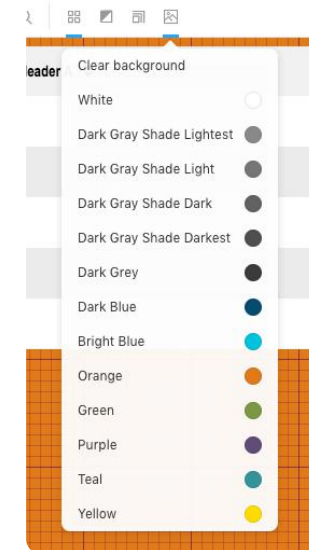
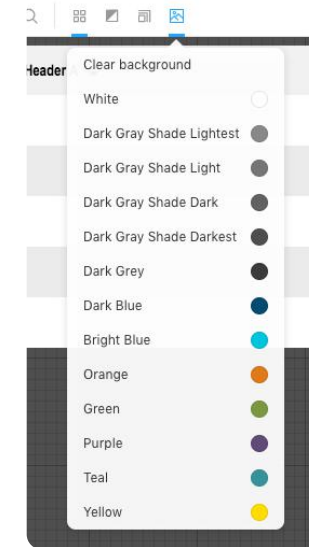
FEATURES: COLORBLIND VISIBILITY TESTING

- Emulates what someone with color blindness would see when looking at a component
- Visual deficiency options
 - Protanopia (red-green color blindness)
 - Protanomaly (reduced sensitivity to red light)
 - Deuteranopia (green color blindness)
 - Deuteranomaly (reduced sensitivity to green light)
 - Tritanopia (blue yellow color blindness)
 - Tritanomaly (reduced sensitivity to blue light)
 - Achromatomaly and Achromatopsia (reduced or partial color blindness)
 - Mono (no color)



FEATURES: BACKGROUND COLOR SWITCHING

- Allows the user to switch the background behind the component
- Creates a visual representation of what a component will look like in different environments



FEATURE: JEST TEST VIEW

- Displays all unit tests for a single component
- Provides a stack trace for the failing tests
- Hot reloading of the Jest view during development which makes it easy to determine breaking changes
- Calculates a percentage passing rate and color

Example Component: FAILED

Passing rate: 42.86%

3 passed 4 failed 7 total 473ms

- true should be true PASSED
- In a describe: true should still be true PASSED
- In a describe: a list should contain 3 items PASSED

In a describe: everything is awesome FAILED

Error: expect(received).toEqual(expected)

Expected value to equal:

"everything is awesome"

Received:

"everything is all right"

▼ Callstack

```
at Object.<anonymous>
(/home/toto/IdeaProjects/storybook-
toto/examples/official-storybook/tests/addon-
jest.test.js:16:39)
at Object.asyncFn
(/home/toto/IdeaProjects/storybook-
toto/examples/official-
storybook/node_modules/jest-
jasmine2/build/jasmine_async.js:124:345)
at resolve (/home/toto/IdeaProjects/storybook-
toto/examples/official-
```


FEATURES: DEPLOYABLE STATIC DEMO APPLICATION

Storybook demos can be built as a stand alone application with a URL that can be used to show any member of your team what the most recently completed components look like

*This is great for teams that build out libraries that contain components that may not show up on the website for a stretch of time



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DEMO
